SHARP SHOT™

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5638-4289

MATTEL ELECTRONICS®

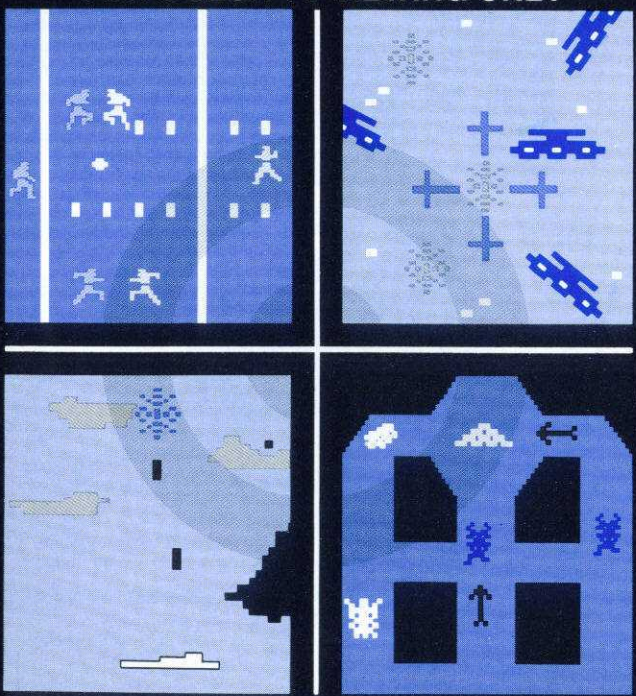
INTELLIVISION® Intelligent Television

CARTRIDGE INSTRUCTIONS

(For 1 or 2 Players)

SHARP SHOT™

FOR COLOR TV VIEWING ONLY



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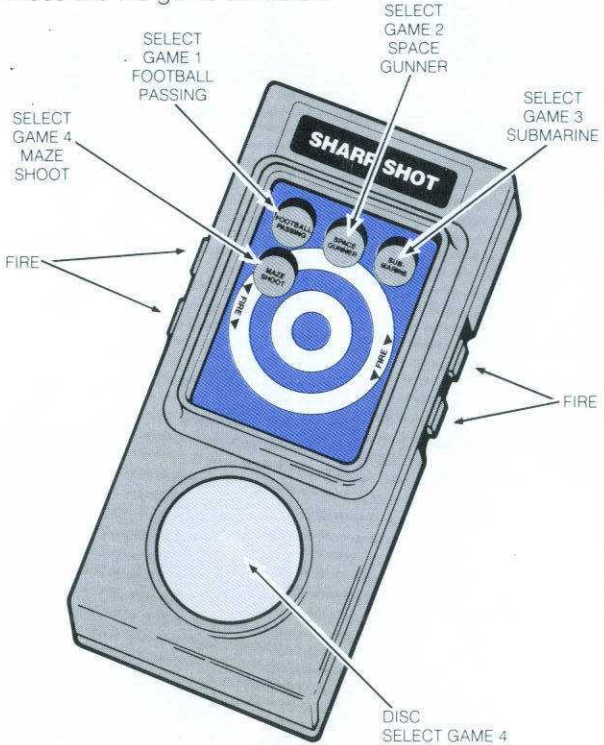
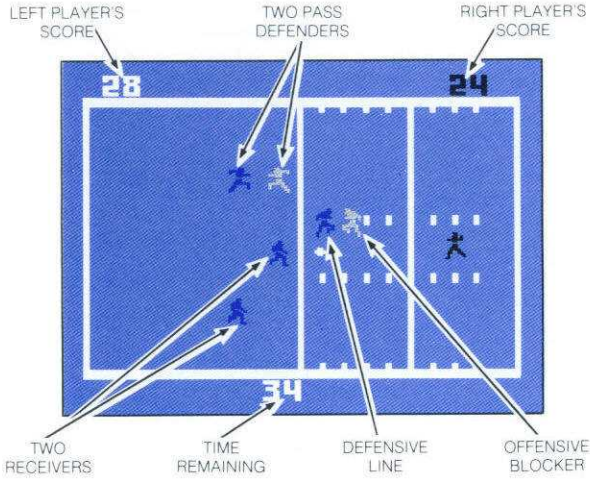
YOUR CONTROLS

Slide SHARP SHOT overlays into hand controller frames so they cover the keypads. Insert game in computer console cartridge slot (see owner's instructions for equipment connection details).
These are the game controls...

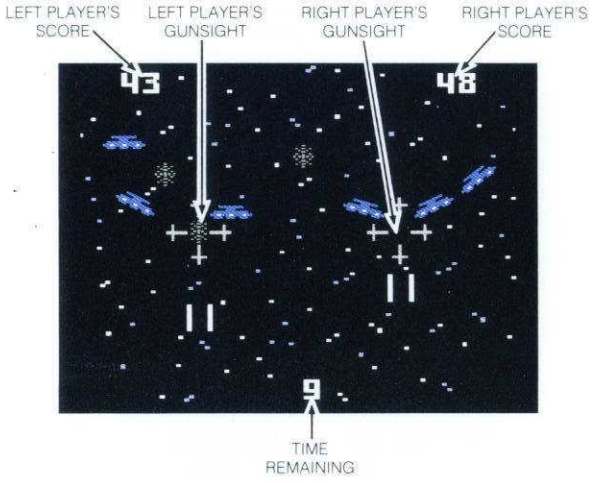


TO PLAY GAME 1



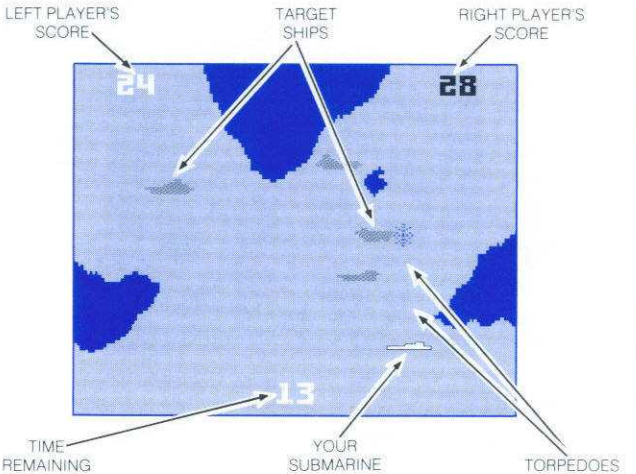
- Press FOOTBALL PASSING
- Touch DISC to start clock and action.
- When your downfield receivers are in the clear, press any ACTION BUTTON to pass.
- Keep passing as fast as you can to get a high score before time runs out. Each completed pass scores 7. Incomplete and intercepted passes don't count against you, but cost you time!
- ONE PLAYER: Touch DISC to play again, or press another key to change game.
  TWO PLAYERS: Take turns: touch DISC to change player. Press another key to change game.

TO PLAY GAME 2



- Press SPACE GUNNER
- Touch DISC to start clock and action.
- When target flies into your gunsight, press any ACTION BUTTON to fire gun.
- Keep shooting to get a high score before time runs out. Watch for bunches of targets: it's possible to get 6 at once!
- ONE PLAYER: Touch DISC to play again: press another key to change game.
  TWO PLAYER GAMES: Both players shoot at the same time. Touch DISC to play again. Press another key to change game.

TO PLAY GAME 3



- Press SUBMARINE
- Touch DISC to start clock and action.
- When a ship approaches, press any ACTION BUTTON to fire torpedo. Up to 3 torpedoes can go at the same time.
- Keep firing to get a high score before time runs out. Each ship you sink scores 1 point.
- ONE PLAYER: Touch DISC to play again, or press another key to change game.
  TWO PLAYERS: Take turns: touch DISC to change player. Press another key to change game.

TO PLAY GAME 4

- Press MAZE SHOOT
- Touch DISC to start clock and action.
- When monsters appear, press any ACTION BUTTON to shoot arrow.
- Keep shooting to get a high score before time runs out. Each hit scores 1 point.
- If a monster reaches your treasure it turns black and heads for the Pyramid. If you let him get away with it, you lose a point!
- Arrow resets to starting position when you shoot.
- Use carom shots to cover more than one lane of the maze.
- ONE PLAYER: Touch DISC to play again: press another key to change game.
  TWO PLAYER GAMES: Both players shoot at the same time. Touch DISC to play again. Press another key to change game.

HAVE A 4-WAY GAME

It's fun to play all 4 games one after the other, then add up your scores. If you get 200 points, you're an Ace Sharpshooter for sure!

SHARP SHOT (1 or 2 Players)

One player	Two players
PRESS TO PLAY FOOTBALL PASSING SPACE GUNNER SUBMARINE MAZE SHOOT	(TAKE TURNS) (PLAY AT SAME TIME) (TAKE TURNS) (PLAY AT SAME TIME)
(1) Touch DISC to start	(1) Touch DISC to start
(2) Press any Action Button to throw or shoot for best score in 60 seconds	(2) Press any Action Button to throw or shoot for best score in 60 seconds
(3) Touch DISC to replay, or another key to change game	(3) Touch DISC to switch player or restart; another key to change game

OBJECT OF THE GAMES

GAME 1: TOUCHDOWN PASSING

Throw ball to either blue receiver until clock reads 0. If 2 play, take turns.

GAME 2: SPACE GUNNER

Fire at spaceships in gunsight until clock reads 0. 2 can play at the same time.

GAME 3: SUBMARINE

Sink as many ships as you can until clock reads 0. If 2 play, take turns.

GAME 4: MAZE SHOOT

Hit as many monsters as you can until clock reads 0. Try to get them *before* they steal points from your score! 2 can play at the same time.

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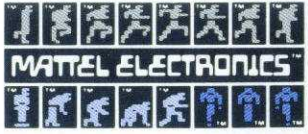

Other electronic games
available from Mattel Electronics.
Look for them!